

# DESERT RIDER



TANDY  
TEST  
TRACK

Cat. No. 26-3292

# DESERT RIDER

**Radio Shack**

A DIVISION OF TANDY CORPORATION  
FORT WORTH, TEXAS 76102

# INTRODUCTION

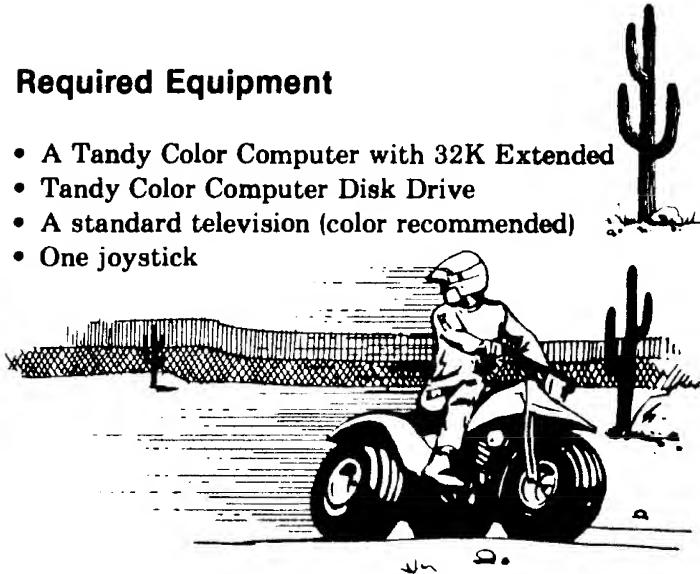
Test Tandy's all-terrain XR-2200 racer by taking it to its limit on a treacherous cross-desert race track. The object is to complete each course as fast as you can, and avoid crashing into the other riders and obstacles that you encounter along the way. After you complete the fourth race, the three race tracks become more difficult and are selected by random.

The race continues until you run out of "crash allowances." For example, you are allowed three crashes at the start of the race and receive additional crashes upon completing each course (a maximum of 5 crashes). The game ends when you run out of crashes.

Scores falling within range of the top ten scores are entered in the DESERT RIDERS HALL OF FAME.

## Required Equipment

- A Tandy Color Computer with 32K Extended
- Tandy Color Computer Disk Drive
- A standard television (color recommended)
- One joystick



**Desert Rider Program:  
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**10 9 8 7 6 5 4 3 2 1**

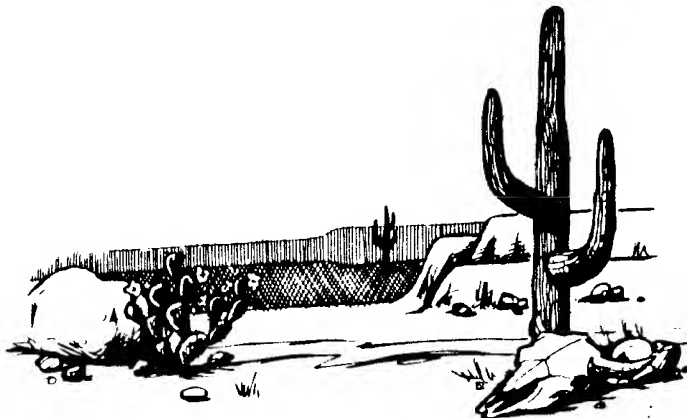
Remove the diskette from the drive before turning the computer off. Failure to do so may result in damage to the program.

## Starting Play and Skill Options

The roadway appears after the title screen. The top of the screen is blue to depict the sky, and the roadway underneath is red. Press the reset button if the colors are reversed. There are three levels of play:

- 1 — Easy
- 2 — Medium
- 3 — Hard

If you wish to play at level 1, press the fire button on the joystick to start the game. To select levels 2 or 3, press **ENTER** and the Levels of Difficulty screen appears.



## Loading Instructions

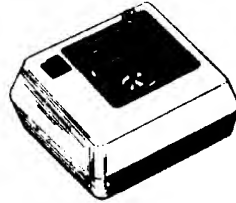
To load Desert Rider, follow these instructions exactly:

1. Connect the Color Computer to the television set and move the antenna switchbox control to Computer (or Game). See your Color Computer Operation Manual for further details regarding connections.
2. Connect the computer to the disk drive as instructed in your Color Computer Disk System Manual, and then turn on the disk drive.
3. Plug the joystick into the right joystick port on the back of the computer.
4. Turn on the television and tune it to channel 3 or 4 (whichever is least active in your area).
5. Turn on the Color Computer. The screen shows:  
OK.
6. Insert the Desert Rider diskette (label facing right) into the disk drive, and close the drive door.
7. Type RUN "RIDER" (ENTER). The title screen appears.

**Warning:** Always turn on the computer before you insert the Program diskette into the drive.

rider who has already crashed. It is extremely hard to jump another rider; however, it can be done.

## Drive Controls



The joystick operates the racer.

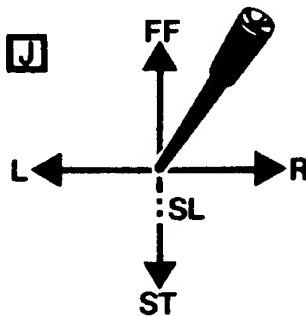
Move the joystick left or right to avoid obstacles.

Move forward to speed up.

Move backward to slow down.

Move all the way back to stop.

Press the fire button to jump.



The racer steers only to the left or right while in forward motion. If you hit a curve, slow down to avoid going off the road. Jump over the obstacles that you do not have time to steer around.

Initially, all scores are entered in the Hall of Fame upon the completion of each race. Press the fire button to start the next race, or press **(ENTER)** if you wish to change the playing level. After the tenth race, only the scores falling within range of the top ten scores are entered in the Hall of Fame.

### **Breaker**

Press **(ENTER)** to place the game on pause; press any key (except **(BREAK)**) when you're ready to continue. Press **(BREAK)** only if you wish to end the game.





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